DARK VALHALLA: PRELUDE
(to Ragnarok)
By
Legend

STORY:

It's 3:00 AM in the morning on only your second day of a much deserved RNR leave time. You had just barely fallen asleep when you are suddenly awoken by a distress call on your com link. There's no one on the other end, but you can make out faint odd noises. It sounds like scratching, distortion and faint screaming.

The signal is coming from the base where Project Valhalla is taking place. You don't know much about it other than it's some sort of archeological dig site where they found some sort of structure in Scandinavia of all places.

You ready your trusty Combat Shotgun, slip into your standard issue Flack Armor and sheath your old gal Betsy, The combat knife you've had since day one, and head to the chopper.

You arrive at the installation and are greeted by an eerie silence. After you enter, you are suddenly greeted by something else. Flashing red lights and the sound of an alarm! Someone has set off the base's self-destruct mechanism. The entrance has shut and won't open. You have no choice but to keep moving forward and hope you can either find a way to turn off the self-destruct, or find some other way to escape. Hopefully finding out just what the hell has happened here in the process.

EQUIPMENT:

One deck of standard poker cards with two jokers
A fist full of six-sided dice (12 – 20 should be good)
Scratch paper
Pencil and eraser
Tokens/coins/chits for tracking resources
Graph paper
Game sheets

GOAL:

To make it to the 3rd level of the base and to the gate before you run out of time or die.

BEGINNING:

The player starts by rolling for the following stats:

- **Health:** Roll 2d6 and add 12 to the value
- **Stamina:** Roll 2d6 and add 12 to the value
- **Skill & Reflexes:** Roll 1d6
- **Luck:** Roll 1d6 and add 6 to the value

- **Time:** Roll 2d6 and add 12 to the value. Then multiply the result by 2.

The player starts with the following equipment:

- Combat Shotgun
- Combat Knife
- Flack Armor
- Shells: Roll 2d6 and add 6 to the result
- One Grenade
- Two Flairs

ACTION DICE:

Action Dice are used during combat and for certain other actions in the game.
The player starts with 3 Action Dice at the beginning of the game. If the player rolled a 6 for their initial Skill & Reflexes stat, then they start with 4 Action Dice.

STATS:

Health:
If this reaches zero, you die.

Stamina:
Used for certain actions in the game. If this reaches zero, you die.

Skill & Reflexes:
This is used for certain actions in the game and determines how well you do when performing those actions and during combat.

Luck:
Luck is used to attempt to turn the tables in your favor. Be careful though, if you end up unlucky, there will be consequences.

Time:
This stat will be constantly fluctuating during the game. Each action you take uses up Time. If this reaches zero, you're time is up and the base has been destroyed with you in it.

SET-UP:

To begin, roll your stats for your character and gather your dice, graph paper, etc.

Next, take your deck of playing cards and remove the "Exit" joker. (Note* most decks of cards have two jokers that are at least slightly different from each other. If your deck has identical jokers, then you need to mark one of them somehow. Designate one Joker as the "Key" Joker, and the other as the "Exit" Joker.)

Shuffle the deck thoroughly with the "key" joker included. Then cut the deck into two halves. Take the bottom half and shuffle the "exit" joker into the bottom half. When you

are done, add the other half of the deck that you set aside to the top of the half you have just shuffled.

Turn over the first card of the deck and draw the room accordingly on your graph paper in any starting location you wish. The map may be as large as your graph paper permits. If the first card turned over is a face card or an ace card, place it at the bottom of the deck and draw again.

GAME PLAY:

At the beginning of the players turn, they have several actions they may choose to take.

- Rest
- Search the current room
- Reload your weapon
- Use an item
- Switch/ready equipment
- Move to another room/location

Rest:
You may choose to sty in your current location and rest to heal your wounds and regain stamina. You may spend 1 Time to regain 2 Health and 1 Stamina. You may rest for as many units of Time you wish to spend.

Search:
You may choose to search your current location for hidden items or exits. -2 Time. You may search a room up to 3 times.

Reload:
You may reload your readied weapon. If you reload your weapon, then it cannot become empty within the first round of your next combat encounter. -1 Time, -1 Ammo (shells, nails, rockets, etc.)

Use an item:
You may use an item from your inventory. -1 Time.

Ready/switch weapon:
You may switch your current readied weapon/armor with another from your inventory. -1 Time.

Move:
First, decide which type of movement you will use. You can choose from the following:

- **Walk:** -1 Time
- **Sprint:** -0 Time, +1 to Ambush roll
- **Run:** +1 Time, +2 to Ambush roll
- **Cautious:** -2 Time, -2 to Ambush roll

After you have chosen your movement type, flip over the top card of the deck. If the card is a number card, then create the new room accordingly. If it is a face card, you have encountered a wandering enemy. Roll for ambush.

Ambush:
Roll 2d6. If the result is 6 or less, you have the upper hand and get to attack first. If the result is 7 or higher, You have been ambushed and the enemy gets to attack first.

COMBAT:

When you encounter an enemy, you have several choices. You may:

- Attack
- Advance
- Retreat
- Use an item
- Switch weapons
- Dodge/evade
- Reload

Attack:
Roll all of your Action Dice. Each weapon has a different set of rules for what your goal is to make a successful attack. See your chosen weapon to see what these goals are. They range from rolling a pair, a specific number, a run of sequential numbers, three of a kind, etc. When you roll, you may choose to keep any, all, or none of the results you rolled. You may reroll any results you do not wish to keep for a total of 3 times. After you have your final results, deal damage to enemies accordingly. Weapon damage + Half of your Skill & Reflexes stat rounded up.

Advance:
If the enemy is at a mid or long range distance, you may wish to advance closer to the enemy. -1 Time.

Retreat:
You may wish to retreat from the fight into the previous room you came from. -1 Stamina. -1 Time. Add half your stamina and half your skill rounded down. Roll 2d6. If the result is lower than or equal to the total of half of your stamina and half your skill, then you have successfully escaped combat. If the roll is higher, then you fail to escape and take one hit from each enemy and lose another -1 Stamina.

Use Item:
You may wish to use an item from your inventory.   -1 Time, Enemy gets one extra re-roll.

Switch Weapons:
You may wish to switch to one of your standby weapons. -1 time. Enemy gets one extra re-roll.

Reload:
If your enemy runs out of ammo during combat, you will need to reload it before you can fire it again. Each weapon has a different requirement for becoming empty. Enemy gets one extra re-roll.

Dodge/Evade:
You may attempt to dodge or evade the enemy's next attack. If you do so successfully, you will not take any damage from the enemy that turn and you get one extra re-roll on your next attack. If you fail, the enemy automatically gets 1 hit on you and gets one extra re-roll. Add half your stamina and half your skill rounded down. Roll 2d6. If the result is lower than or equal to the total of half of your stamina and half your skill, then you have succeeded. If the roll is higher, then you fail. You cannot dodge in corridors.

ENEMY ATTACK:

After you have chosen and resolved your action for the turn, it is the enemy's turn. Each enemy has specific conditions for what results will cause a successful attack and how many re-rolls they get and how many combat dice they use. The enemy will always re-roll any dice that did not result in a hit. When the enemy's health reaches half its total value, they use one less combat die.

For every enemy you defeat, mark each kill on the designated area on the game sheet. For every certain amount of kills you accumulate, you gain a level and add +1 to your skill and add one more action die to your rolls.

- Level 1: 10 kills
- Level 2: 20 kills
- Level 3: 40 kills
- Level 4: 80 kills
- Level 5: 160 kills (MAX)

THE CARDS:

Different cards and different aspects of each card determines size and features of each room.

Number cards:
Cards with value of 2-10 are all rooms. The size of the rooms are directly related to the formation of the pips on the card.

Rooms:
2 – a 1x2 empty corridor. Range: Close
3 – a 1x3 corridor with an enemy encounter or feature/event. Range: Mid
4 – a 2x2 empty room. Range: Close
5 – a 3x3 room with an enemy encounter or feature/event. Range: Mid
6 – a 3x2 empty room. Range: Mid
7 – a 4x3 room with an enemy encounter or feature/event. Range: Long
8 – a 5x3 room with Multiple enemies or features/events. Range: Long
9 – a 5x3 room with an enemy encounter or feature/event. Range: Long
10 – a 6x3 room with an multiple enemy encounters or features/events. Range: Long

Face cards are wandering enemies.
Aces are events/traps

The suit of the card determines how many exits the room has besides the one it was entered from.

- Hearts: 0
- Spades: 1
- Diamonds: 2
- Clubs: 3

If the card is a room card with an enemy or feature/event then a red suited card (hearts/diamonds) is an enemy and a black suited (spades/clubs) card is a feature/event.

Consult the enemy or event table to determine which one you encounter.

If you encounter a room with multiple enemies, roll 1d6 to determine how many enemies you must face.

WANDERING ENEMIES:
When you encounter a wandering enemy, you are still in your current location and have not yet moved on to the next location. When this happens you must roll 1d6 to see how many enemies you have encountered, then roll for Ambush and consult the Enemy table to see what enemy you have encountered. Then combat occurs as normal.

TEST YOUR LUCK/STAMINA:
Some events or encounters will require you to test either your luck or your stamina. When this happens, you must roll your total amount of Action dice. If the roll is equal to or less than your current Stamina or Luck score, then you have succeeded. If the roll is higher, then you have failed and you lose 2 points in the respective score and must face any other consequences described in the event.

USING YOUR LUCK:
You may test your luck at any time you wish in order to re-roll one die. If you pass the test, you must subtract 1 from your luck score and re-roll the desired die. If you fail, you

must subtract 2 from your luck score and you must use one less action die on your next action or combat roll.

You may also test your luck when you successfully deal damage to an enemy. If you pass, then you may deal double damage to the enemy. If you fail, you deal half damage to the enemy. You must still subtract from your luck score accordingly.

RANGE:

Range is used in combat. There are 3 Ranges: Certain weapons can only be used in certain ranges or they may have negative effects or positive effects depending on the range.

- Long:
- Mid:
- Close:

Long Range:
Enemies in long range can only successfully hit you if they are using ranged attacks and vice versa.

Mid Range:
Enemies can only successfully hit you when using ranged or thrown weapons and vice versa. You will take splash damage if using an explosive weapon.

Close Range:
Enemies can only hit you with melee attacks and vice versa. Some Ranged weapons can still be used in Close Range.

Each Room type has a range limit. When you encounter an enemy, roll 1d6 to determine the range. Use the appropriate table for what the range limit for the room is.

Long:
1-2: Close range
3-4: Mid range
5-6: Long range

Mid:
1-3: Close range
4-6: Mid range

Close:
Enemies will always appear in Close range.

COMPLETING A LEVEL:

To complete the current level, you must locate the level exit. Each Level exit requires a key to access it. You must first find the exit key before you can use the level exit to proceed to the next level.

When you find the Exit card or Exit key card (the jokers in the deck), remove them from the deck and keep them next to your game sheet. Mark the location of the exit on your map in the room you found it in. Note, that the exit key is not the same as normal keys you may find in the level and cannot be used to open normal locked doors. Normal keys cannot be used to open the exit hatch either.

When you successfully complete and exit a level, reshuffle the deck the same way you did when you started the first level and begin map generation in the same manner. You will need a new piece of graph paper.

COMPLETING THE GAME:

When you have reached the third level of the game, the exit you find will be the Gate and the exit key will be the Rune Key. After you have found both the Rune Key and The Gate, consult the Gate event. If you complete the gate event successfully, then you have won the game.

MAP GENERATION:

When you draw a card, you draw it to the dimensions specified by the card on your graph paper. You may place the room in any position you like as long as it is connected to the exit of your current location. Exits may be placed in the room in any location you like as well as long as there are no more exits than designated by the card drawn.

EQUIPMENT N' INVENTORY:

You have 4 slots for your Equipment and 8 for your Inventory.

Equipment slots:
1 worn Armor
1 Readied weapon
2 Stand by weapons

For your readied and stand by weapons, you may have either 1 melee weapon and two firearms, or 1 firearm and 2 melee weapons. Some weapons may count as more than one slot.

Inventory:
You have 8 slots to keep any items you wish in your inventory. You can also keep weapons and armor in your inventory. Some items may take up more than one slot.

Ammo:
Ammo is not kept in your inventory or equipment. It is tracked separately.

Armor:
Wearing armor reduces the damage you take from enemy attacks by a certain amount. Each armor has a strength rating. Every time you take a hit from an enemy, you must reduce the armor's strength value by 1. If the armor's strength reaches zero, then it is destroyed and is no longer effective.

GAME SHEET:
(Not yet completed, so you will need to use scratch paper for the time being)
You will need to keep track of the following information on the game sheet.

Health
Stamina
Skill & Reflexes
Time

Kills

Ammo
- Shells (MAX: 20)
- Nails (MAX: 50)
- Rockets (MAX: 10)

Equipment
- Armor Strength
- Readied Weapon
- Stand by weapons

Inventory

TABLES:

Enemy Encounter (2d6)

2: Vore (level 3 or higher only)
3: Gremlin
4: Giant Spider (Level 2 or higher only)
5: Wolf
6: Dwarf
7: Possessed Marine
8: Elf
9: Fiend
10: Wizard
11: Wolfen (level 2 or higher only)
12: Grendal (level 3 or higher only)

Event (2d6)

2: Secret exit
3: Secret item cache
4: Teleport trap
5: Corpse
6: Acid Pool
7: Nothing
8: Turret
9: Dark room
10: Locked Room
11: Cave - In
12: Chasm

Item (2d6)

2: Luck Rune
3: Vial
4: ST Grenade
5: Med Pack
6: Stim Kit
7: Flair
8: Ammo
9: Armor
10: Key
11: Weapon
12: Time Rune

Weapons (2d6)

2: Rocket Launcher
3: ST Grenade
4: Shotgun
5: Combat Knife
6: Battle Axe
7: Shotgun
8: Nail gun
9: Spike Mace
10: Double Barrel Shotgun
11: Chainsaw
12: Devastator

Ammo (2d6)

2: 1 Rockets
3: 1 ST Grenade
4: 10 Nails
5: 5 Nails
6: 5 Shells
7: 3 Shells
8: 3 Shells
9: 5 Nails
10: 5 Shells
11: 10 Nails
12: 1 Rocket

Search Room (2d6)

2: Secret Exit
3: Item
4: Ambush
5: Nothing
6: Nothing
7: Nothing
8: Nothing
9: Nothing
10: Ambush
11: Item
12: Secret item Cache

Search Corpse (2d6)

2: Weapon
3: Item
4: Ambush
5: Still Alive!
6: Nothing
7: Nothing
8: Nothing
9: Still Alive!
10: Ambush
11: Item
12: Weapon

Armor (2d6)

2:Chain Mail
3: Armor shard
4: Combat
5: Combat
6: Flack
7: Flack
8: Flack
9: Combat
10: Combat
11: Armor Shard
12: Chain Mail

ENEMIES:

(Add +1 to enemy Health and damage for each base level. Add +1 combat die at level 3)

Possessed Marine:

Health: 5　　Damage: 3　Combat Dice: 2　　Hit: 1　　　Re-roll: 1

Ranged: Shotgun　　Melee: Hands

Dwarf:

Health: 7　　Damage: 5　Combat Dice: 3　　Hit: 1　　　Re-roll: 1

Ranged: Nail Gun　　Melee: Battle Axe

Elf:

Health: 6　　Damage: 4　Combat Dice: 3　　Hit: 1 or 2　Re-roll: 2

Ranged: Magic　　　Melee: Spiked Mace

Special:

Speed: For every 6 the Elf rolls, it will dodge 1 of your next attacks

Wolf:

Health: 8　　Damage: 5　Combat Dice: 4　　Hit: 1 or 2　Re-roll: 2

Ranged: None　　　Melee: Teeth and claws

Special:
- Wolves cannot be dodged.
- Wolf Pack: If there are more than 1 wolves attacking, then each wolf that attacks after the first, gets 1 automatic hit for each wolf that hit you before it.

Wizard:

Health: 10　　Damage: 6　Combat Dice: 4　　Hit: 1 or 2　Re-roll: 2

Ranged: Acid Spit　　Melee: none

Special:
- Flying: Cannot be hit with melee weapons. Must use ranged attacks in close range.

Giant Spider:

Health: 8　　Damage: 5　Combat Dice: 4　　Hit: 1 or 2　Re-roll: 2

Ranged: web　　　　Melee: Bite

Special:
- Web: When the spider rolls 3 of a kind, then it has wrapped you in it's web. You lose your next combat round.
- Poison: When the spider rolls 4 of a kind, you have been poisoned. Take damage as normal and roll 1d6 + 3. You will lose 1 Health and 1 stamina for that many turns after combat has been finished.

Fiend:

Health: 10　　Damage: 7　Combat Dice: 4　　Hit: 1 or 2　Re-roll: 3

Ranged: none　　　Melee: Teeth and claws

Special:

- Leap: The Fiend will automatically advance towards you to Close range after the first combat round.

Wolfen:
Health: 12   Damage: 8   Combat Dice: 4   Hit: 1, 2, or 3   Re-roll: 3
Ranged: Double Barreled Shotgun   Melee: Claws

Gremlin:
Health: 8   Damage: 5   Combat Dice: 4   Hit: 1,2, or 3   Re-roll: 3
Ranged: none   Melee: claws
Special:
- Steal: If the Gremlin rolls 3 of a kind, then it steals your current weapon. You must switch weapons before you can attack again and the Gremlin will use your weapon against you if it rolls 3 of a kind again. Your stolen weapon is destroyed after combat.

Grendal:
Health: 20   Damage: 10   Combat Dice: 5   Hit: 1, 2, or 3   Re-roll: 2
Ranged: Arm mounted Perforator   Melee: Battle Axe

Vore:
Health: 10   Damage: 15   Combat Dice: 5   Hit: 1 or 2   Re-roll: 2
Ranged: Explosive bolts   Melee: claw
Special:
- Splash Damage: If the Vore rolls a pair of anything other than a 1 or 2, then it has fired at you but missed. You are still dealt 1d6 +1 splash damage.

WEAPONS:

Shotgun:
Damage: 3   Ammo: Shells   Size: 1   Hit: 1   Ranged
Empty: If your roll total is equal to or less than your total number of Action Dice.
Special:
- +1 Damage at close range
- -1 Damage at long range

Combat Knife:
Damage: 2   Ammo: none   Size: 1   Hit: 1 or 2   Melee
Empty: None
Special:
- Can be thrown

Nail Gun:
Damage: 5   Ammo: Nails   Size 1   Hit: 1 or 2   Ranged
Empty: If your Combat roll is equal or less than your total number of Action Dice x 2.
Costs 3 ammo to reload.

Special:
- Run of 3: Damage all enemies for 3 damage.
- 2 Pair: Pin an enemy who is at the longest possible range against the wall. That enemy cannot attack for two rounds.
- -2 at close range

Battle Axe:
Damage: 4   Ammo: none   Size 2   Hit: 1, 2, or 3 Melee
Empty: none
Special:
- Can be thrown
- Pair: Distribute 5 points of damage amongst all enemies as you wish.

Double Barrel Shotgun:
Damage: 6   Ammo: Shells   Size 1   Hit: 1, 2, or 3 Ranged
Empty: If your Combat roll is equal or less than your total number of Action Dice x 2. Costs 2 ammo to reload.
Special:
- Pair: Damage 2 enemies for 3 damage
- Three of a Kind: +2 at close range
- -2 at long range

Spiked Mace:
Damage: 7   Ammo: none   Size: 1   Hit: 1 or 2   Melee
Empty: none
Special:
- Pair: Can knock back enemies one range position
- Three of a kind: stuns enemy for one turn.
- Run of 4: 10 Damage

Devastator:
Damage: 7   Ammo: Shells   Size: 2   Hit: 1 or 2   Ranged
Empty: If your Combat roll is equal or less than your total number of Action Dice x 2. Costs 4 ammo to reload.
Special:
- Pair: Distribute 7 damage amongst any number of enemies as you please.
- Four of a Kind: damage x 2
- Five of a Kind: Instant kill one enemy

Chainsaw:
Damage: 8   Ammo: none   Size: 2   Hit: 1 or 2   Melee
Empty: If your Combat roll is equal or less than your total number of Action Dice x 2. Cannot be reloaded/refueled.
Special:
- Pair: 10 damage

- Four of a kind: Damage x 3

Rocket Launcher:
Damage: 10   Ammo: Rocket   Size: 2   Hit: 1, 2, or 3   Ranged
Empty: Needs to be reloaded after every use. Costs 1 ammo to reload.
Special:
- Pair: Distribute 10 damage amongst all enemies
- Run of 3: kill one enemy instantly
- Four of a kind: Kill 3 enemies instantly
- Splash Damage: If fired at mid range, roll 1d6 and take that much damage.

EVENTS:

Acid Pool:
There is a pool of acid blocking your path. You must:
- Leave and find another route: Return to the previous room (-1 Time)
- Jump across: Test your Skill & Stamina (Add half your stamina and half your skill rounded down.). If you pass, you have made it across safely (-1 Stamina). If you fail, you have fallen in the acid. Roll 2d6 and subtract the total from both your stamina and health divided in anyway you choose. Roll 1d6 and subtract the result from your armor strength (-1 Time).
- Walk through the acid: You may choose to walk through the acid. Roll 1d6 and take that much damage divided between your health and armor any way you wish.

Chasm:
There is a large chasm blocking your progress. You must:
- Leave and find another route: Return to the previous room (-1 Time)
- Jump across: Test your Skill & Stamina (Add half your stamina and half your skill rounded down.). If you pass, you have made it across safely (-1 Stamina). If you fail, you have fallen into the chasm. You die.

If you encounter a wandering Enemy in a Chasm room, you cannot retreat.

Cave-In:
The ceiling begins to fall once you enter the room. You must:
- Quickly leave and find another route: Test your Skill & Stamina. If you pass, you have returned to the previous room safely. If you fail, You have been crushed. You die.
- Run past into the next room: Test your skill & Stamina. If you pass, you have safely made it to the next room. If you fail, you have been crushed. You die.

If you encounter wandering enemies in a Cave-in room, you cannot retreat. A cave-in room can be entered, but not passed after the event has occurred.

Locked Door:

If you encounter a locked door, it is a storage area. You cannot access it unless you have a key. If you have a key, then roll 1d6 to find out how many items you have found. If you roll a 5 or 6, the room is empty. Roll on the item table for each item you have found.

Auto Turret:
There are malfunctioning auto-turrets firing at you. You must:
- Retreat to the previous room: Test your Skill & Stamina. If you pass, you have returned to the previous room safely. If you fail, roll 1d6 and take that much damage.
- Run past them: Test your Skill & Stamina. If you pass, you have returned to the next room safely. If you fail, roll 2d6 and take that much damage.
- Destroy them with a ranged weapon: Add your Skill and your weapon's damage rating. Roll your action dice. If the result is equal to or less than your Skill + weapon damage value, then you have succeeded (-1 Ammo, -1 Time). If you fail, then you take 1d6 damage take -1 Ammo and -1 Time. You must then choose an action again.

If you destroy the turrets, then you may safely pass through the room again.

Dark Room:
The room you have entered is pitch black. You may:
- Leave and find another route: Return to the previous room (-1 Time)
- Use a flair to light the room up: (-1 Time)
- Proceed through the room and into the next: You must draw a card to see if you have encountered a wandering enemy. Add an extra +2 To the ambush roll (-2 Time).

You cannot search a Dark room unless it has been lit with a flair.

Teleport Trap:
You are suddenly teleported to the starting room. You must return to the first room you started in and lose 2d6 Time.

Ambush:
You have been ambushed by enemies. Follow the rules for Wandering Enemies. Ignore the Ambush roll. The enemy automatically gets to attack first.

Secret Item Cache:
You have found some items in a hidden cache. Roll 1d6 to see how many items you have found. If you roll a 6, it is empty. Then roll on the item table that many times to see what items you found.

Secret Exit:
You have found a secret exit to an adjacent room. You may choose to use the exit on any side of the room you wish. But, it can only be gone through one way. You may not return the same way.

Corpse:

You have found the corpse of one or your fellow marines. You may choose to search the body (-1 Time). Roll on the Search Corpse table. If the result is "it's alive!", then it is treated as an encounter with a possessed marine. You may only search a corpse once.

*Note: You may also search the corpse's of enemies you have killed in the same manner. If the search result is a weapon that the enemy does not use, then it is considered a result of nothing.

ITEMS:

Flair:
Used to light up dark rooms.

Ammo:
Adds the designated amount of specified ammo

Med Pack:
Adds +5 health

Stim Kit:
Adds + 5 Stamina

Vial:
Adds + 10 health and + 5 Stamina (Cures Poison effects.)

Weapon:
Roll on weapon table. See Weapons section for more info.

Key:
Used to open storage rooms

Time Rune:
Adds 1d6 + 6 Time

Luck Rune:
Adds 1d6 Luck

ST Grenade:
Can be used as an item during combat. Roll all of your Action dice and distribute that amount of damage among any/all enemies
Special: If you manage to roll three of a kind, then you deal double the total amount of damage.

If the enemies are in Mid range, then you are dealt 1d6 splash damage.

Armor:

Wearing armor reduces the damage you take from enemy attacks by a certain amount. Each armor has a strength rating. Every time you take a hit from an enemy, you must reduce the armor's strength value by 1. If the armor's strength reaches zero, then it is destroyed and is no longer effective.

Flack Armor:
Protection: -1 Damage   Strength: 5

Combat Armor:
Protection: -3 Damage   Strength: 10

Chain Mail:
Protection: -5 Damage   Strength: 15

Armor Shard:
Adds + 3 to Armor strength.

THE GATE:

You encounter the Gate. This is what they have dug up down here and must be the source of what's going on. It is some sort of slipgate, covered in blood and strange runes.

The Gate requires the Rune key to access.

The Gate also requires blood. Roll your Action Dice. If the result is equal to or less than your current amount of health, then you have survived and entered the gate. What will you encounter on the other side? You have won.

If the result is higher, you did not have enough strength left to survive the travel through the gate and you have died unfortunately right on the verge of success.